

No-Dice Play Cards for Replay Basketball

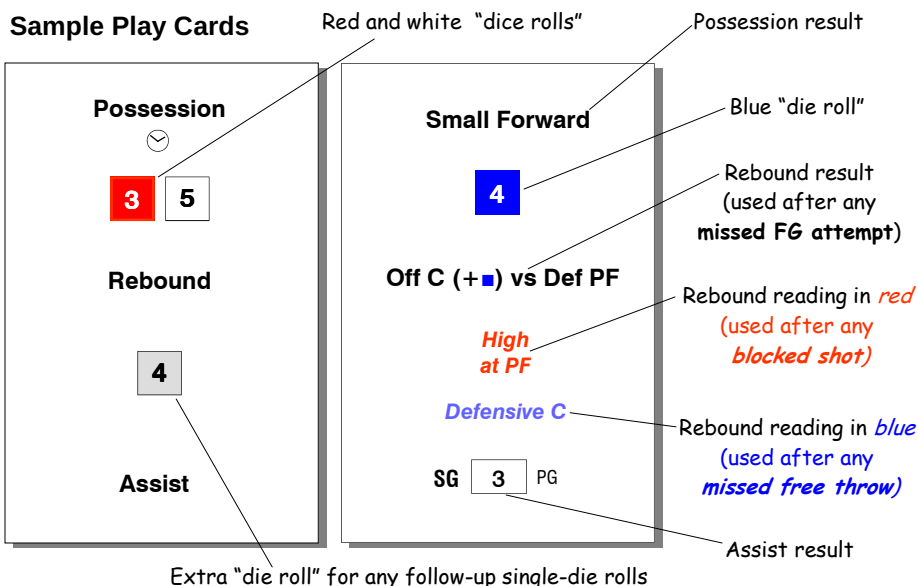
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Inside this packet you'll find:

144 two-sided color play cards
Time Clock and timer disc
Shuffle card
Time Cards

This optional innovation is designed to replace Replay Basketball's dice with a deck of Play Cards.

Our recommended method uses the special **Play Card deck** and a **Time Clock** board to track time. Another optional method is to use the Play Card deck and Time Cards (instead of the Time Clock). Please read the enclosed instruction sheet; one side has the Cards / Time Clock method, the other side has the Cards / Time Cards method.



Note: As shown in the samples above, the rebound side of each Play Card has rebound results for **regular rebounds** (after any missed FG attempt) as well as for rebounds of **blocked shots** and **missed free throws**.

When using this Play Card deck, for blocked shot rebounds and missed free throw rebounds, you may either use the Game Book charts for these rebounds (by drawing a Play Card for a new dice roll and checking the appropriate chart), or you may use the results directly on the existing Play Card. (Using the results on the cards can save time during play, but doesn't offer quite the details found on the Game Book charts.) For all rebounds, always use the *existing rebound card* for results of the rebound. For any follow-up single-die rolls (such as checking against the rebounder's OFF REB raised number for drawing a possible foul while grabbing an offensive rebound) use the existing gray die roll for the single die.

Instructions for using no-dice Play Card deck: Method #1: Play Cards and Time Clock

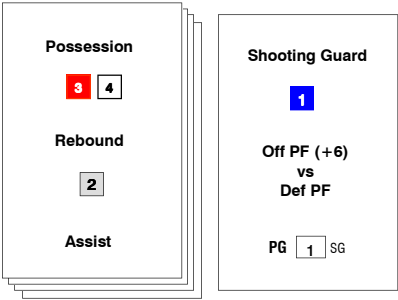
This method is our recommend “official” method. There are a total of 144 cards in the card deck.

Setup:

At the start of each quarter, shuffle the entire deck and place Possession side up. *Option: To increase randomness, insert the “Shuffle” card in the deck before shuffling for a random shuffle occurrence during each quarter, or choose a preset point during the quarter to shuffle (the 6:00 minute mark, perhaps). But shuffling during a quarter isn’t mandatory.*

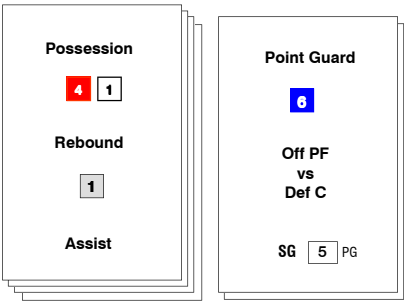
To play:

To start play, flip the top card over to expose the first set of Play Cards.



For any result that needs a dice roll, simply flip a card to expose a new set of play cards, and use the numbered squares as the dice roll.

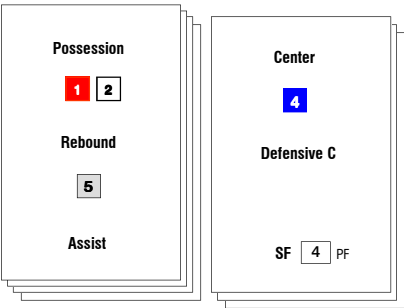
(The first two play cards are used for the Jump Ball to start play.)



After determining which team has won the tip-off, flip over the next play card to determine which player has possession, reading the two new exposed cards as a pair.

In this example, the Point Guard has the ball (as ‘Point Guard’ is opposite ‘Possession’).

In the dice version of Replay Basketball, at this point you’d roll all three dice, but now you simply flip the left card over to reveal a fresh set of cards...



...the ‘dice roll’ is read as “1-2”, and if the blue die is needed, it’s a “4”. Find the play result on the player’s card grid (the red die indicates which column, and the white die tells which square in that column).

If this roll results in a missed shot, **always use the existing card** for the rebound chance. So in this case, the Defensive C rebounds a missed shot. If the roll results in a basket, **use the existing card pair** for the Assist chance.

The Clock

The Time Clock times each quarter during play. Before the game, place the clock in a convenient spot near the play card deck.

To use the clock, simply place a yellow disk on the “12:00” time square to start each quarter. During play, move the disk **one square** each time you flip a play card for a **new Possession result**. **Do not move the timer disk for any other events during play.**

12:00	11:48	11:36	11:24	11:12
11:00	10:48	10:36	10:24	10:12
10:00	9:48	9:36	9:24	9:12

The quarter ends when the clock is already at the last time segment and it becomes necessary to move the timer disk. If the card deck is exhausted before the end of the period, simply shuffle the discarded cards and reset the card deck to use for the rest of the period. (Optionally, reshuffling the Play Card deck at the first dead ball around the 6:00 mark of the period will prevent ever needing to reshuffle the deck near the end of the period.)

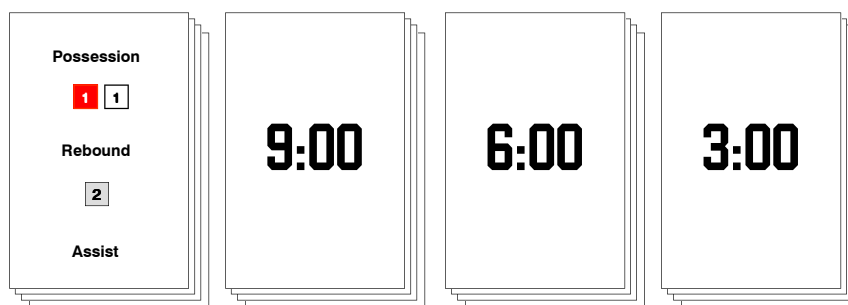
The reverse side of this sheet has instructions for two other optional methods of play using this deck....

Instructions for using no-dice Play Card deck: Method #2: Play Cards and Time Cards

Setup:

At the start of each quarter, shuffle the entire deck, and count off **24** cards and **set them aside** (These cards become the Extra Card deck for this quarter).

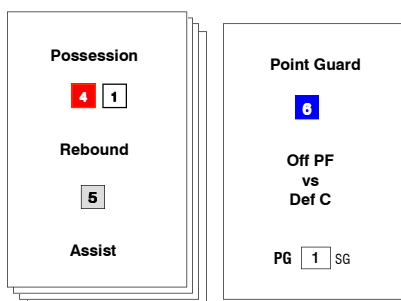
Next, split the remaining **120** cards into four equal stacks, and place the time cards on top of the stacks as shown:



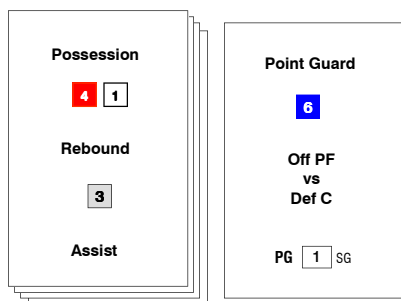
(To insert the 2:00 time card, count down 10 cards from the "3:00" stack and insert it there).

To play:

To start each quarter, you flip the top card over to expose the first set of Play Cards.



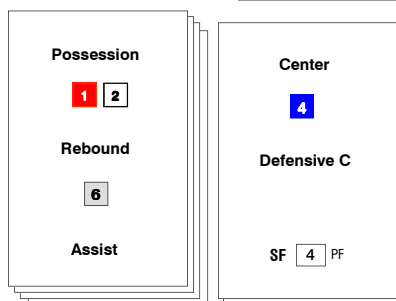
For **any Possession result** (when a team first gets possession, or any time you need a new possession result, i.e. after a P, P?, F1? result) **any 3-dice rolls on the player card grids**, and **any extra rebound results** if necessary (if the exposed rebound reading has already been used), flip a card to expose a new set of play cards, and use the numbered squares as the dice roll, or refer to the new Possession or Rebound results on the right facing card.



After deciding which team wins has won the tip-off, check the first cards to determine which player has possession, reading the two top exposed cards as a pair.

In this example, the Point Guard has the ball (as "Point Guard" is opposite "Possession").

In the dice version of Replay Basketball, at this point you'd roll all three dice, but now you simply flip the left card over to reveal a fresh set of cards...



...this 'dice roll' is read as "1-2", and if the blue die is needed, it's a "4". Find the play result on the player's card grid (the red die indicates which column, and the white die tells which square in that column).

If this roll results in a missed shot, **always use the existing card** for the rebound chance. So in this case, the Defensive C rebounds a missed shot. If the roll results in a basket, **use the existing card** for the Assist chance.

When the last play card in the Main deck has been used, the quarter is over.

What about the **Extra Card deck**? This extra deck of cards is used to preserve the time-clock accuracy of the Main deck. Draw a card from the **Extra Card** deck (instead of the Main deck) for all of these events:

—**All Shot Rating dice rolls** that refer to the player's shooting ratings (**2PT**, **3PT**, **FB**, **FT**) and **all one-die rolls on Column 2** shots.

—**All Chart results that need a dice roll**, such as Jump Balls, Fastbreak chart results, Blocked Shot rebounds, Press chart rolls, Injury Chart rolls, etc...

—**Any "extra" blue die rolls** (such as an extra roll from the Rare Play charts or a Home Court Advantage dice roll).

If the Extra card deck is exhausted before the end of the period, simply take all of the discarded cards from both decks, shuffle them, and use these as the fresh Extra card deck for the rest of the quarter.

Method #3: For even easier play, you may elect to just use the 144 total cards as one main deck (no Extra Card deck).

You may still split the deck up before each quarter to install the time cards, but every card draw during play comes from the single deck. This method will still provide good results and fast play, although you'll lose some of the timing fine-tuning (more or less foul shots, rebounds, etc.) and realism that is made possible by using the Extra Card deck for the above actions.